

CANYON FODDER



JAGUAR

GAME
MANUAL

JAG-WARE

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For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-4772.

CANNON FODDER™

JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest during extended play to rest yourself.

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CANNON FODDER™

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STARTING UP

1. Set up your Atari Jaguar as described in its instruction manual. Plug in Control Pad 1. Note that Cannon Fodder is for one player only.
2. Ensure the Power Switch is set to OFF. Insert the Cannon Fodder Cartridge. Its label facing towards you. Into the Jaguar and press it down firmly.
3. Push the Power Switch to ON. After a few seconds, the Cannon Fodder menu will begin to play. When the Title screen is shown you are ready to play Cannon Fodder.

IMPORTANT! If the menu does not begin to play, push the Power Switch to OFF. Ensure your Jaguar is set up correctly and the Cannon Fodder Cartridge is properly inserted. Then push the Power Switch to ON again. Always ensure the Power Switch is set to OFF before inserting or removing the Cannon Fodder Cartridge.



PLAYING CANNON FODDER

TAKE CONTROL

Before you begin to play, take the time to familiarise yourself with the movements and functions of the Control Pad.

DIRECTIONAL BUTTON (D-BUTTON)
OPTION BUTTON
PAUSE BUTTON
A BUTTON
B BUTTON
C BUTTON



THE JAGUAR CONTROL PAD

THE TITLE SCREEN

When you see the Title screen you are ready to play *Cannon Fodder*



THE TITLE SCREEN

• Press any button to get up the Boot Hill screen

FROM CONSCRIPTS TO THROPPERS

Before you get to play, you need to call up some fit young men to become troopers. As you would have it, even at Boot Hill there is a queue of some 100 eager conscripts waiting to go to war – but only 15 of them are allowed to volunteer for each mission. Can you see them coming over the hill? Fortunately for all concerned, the conscripts are added to the experienced troop of survivors from previous missions.



BOOT HILL

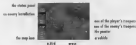
There are 24 missions to complete, each one with a different terrain and objective and split into a maximum of six phases. For more extensive details, see Know Your Mission Profiles and Control Your Terrain on pages 8 and 9.

The number of units for and against you are represented by HMM and AMMAY respectively. Ignore the LEAD and SAVE features for the moment – they are explained on page 6.

• Press the C button to begin play

WHAT YOU CAN EXPECT TO SEE IN PLAY

All the action takes place in the playfield which takes up the best part of the screen. Here are some of the things you will see:



CONTROLLING TROOPERS

You do not directly control troopers but, instead, determine their behaviour thanks to a remarkably interesting technique involving a Control Pad, a pointer and a troop leader. Troopers will only follow their leader but can be encouraged to run around in circles, shoot anything that moves, throw grenades, shoot bazookas, drive Tans, Fly Choppers, split up and do their own thing, and so.

All troopers start their miserable military lives as Privates. Their ranks increase for every alias they somehow survive, but their promotion only happens when the mission is complete. After every three missions, the mercenaries are higher in rank simply because they have already received extra battle training. The rank of the troop leader is shown above his head, just so you know who's in charge.

Note that the bullets fired by your troopers are clever. They will not kill a fellow trooper unless he is wounded and sprawling around on the ground in agony. However, it must also be noted that all other weaponry kills everyone, regardless of what side they are on.

THE STATUS PANEL

takes more than 10000

THE TROOP'S LOGO Shows the logo of the troop. There can be a maximum of three of Heron's troops - see *Home & Away* Troop ID# Two on page 8.

troop logo

troop

troop trooper



trooper
troop trooper

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GRENADES Shows whether or not the troop has any grenades and, if so, how many. At first the troop has no grenades. Extra grenades are found in boxes of four - just like the one shown here.

Pick them up - and be careful not to blow them up. Note that, in the interests of public safety, from the phase entitled *For President* onwards, each trooper is given two grenades - free of charge.



BAZOOKAS Not to be confused with the crude ironbore-like medical instruments of the same name - or, indeed, bazookas, which are something else entirely - these bazookas are weapons of war. This symbol shows whether or not the troop has any bazookas and, if so, how many. At first the troop has no bazookas but a later spy will soon spot the barrels - just like the one shown here - in which four bazookas are stored. Pick them up - and be careful not to blow them up. Note that, in the interests of public safety, from the phase entitled *Up Beautiful* onwards, each trooper is given a free bazooka.

TROOP STATUS Shows whether the troop is on foot or in a vehicle. This box is highlighted when the troop is active.

TROOP TROOPERS The names of the troopers in the troop are shown along with their rank in order of importance, with the leader at the top.

THE POINTER

This is the aforementioned pointer used to determine the behaviour of your troopers (and troops). As you will see, the pointer changes to reflect one of three types of trooper conduct.



Trooper (or troop) destination pointer



Trooper destination marker



Point to go (and hold it) of direct pointers



- Press the D button to move the pointer around the screen

MOVING TROOPS

Move the pointer around the screen until its tip touches the desired destination. Note the way that you can view the immediate area surrounding the active troop.

- Press the C button to make the troop leader move towards the pointer's tip. The rest of the troop will follow in rank and file

USING WEAPONS

It couldn't be simpler:

- Press the B button to turn the pointer into a crosshair and make the trooper or troop shoot at the centre of the crosshair
- Press and hold the B button then press the C button to make the troop leader throw a grenade or fire his bazooka at the centre of the crosshair

USING VEHICLES

Four types of vehicle become available in Canyon Follower. Each vehicle holds up to eight troopers. For details of the vehicles and their special functions, see Know Your Vehicles on page 77.

BOARDING VEHICLES

Move the pointer around the screen until its tip touches the desired vehicle. The pointer will change to show that the empty vehicle may be boarded.

- Press the C button to make the trooper (or troops) board the vehicle
- Press and hold the C button to make the vehicle move towards the trooper destination/determination pointer. The longer the C button is held down, the

Enter the vehicle will travel.

- Press the **B** button to make the trooper (or troop) shoot the vehicle's weapon (if it has one). Note that grenades and bazookas cannot be used while inside a vehicle.

LEAVING VEHICLES

Move the pointer until it stops next to the occupied vehicle. The pointer will change to show that the occupied vehicle may be abandoned.

- Press the **C** button to make the trooper (or troop) leave the vehicle.

A LITTLE WHITE LIE

Actually, the pointer has a fourth state. When a trooper (or troop) is in a Choppa flying above the terrain, touching the Choppa with the pointer will change it into a "The Choppa Can Land Symbol" — just like the one shown here. This means the Choppa can land.



The choppa can land symbol

- Press the **C** button when the "The Choppa Can Land Symbol" is shown to make the Choppa land. Once the Choppa has landed, select it to make the troop disembark.

FORM A NEW TROOP (OR TWO)

There are times when the message dictates that the troopers split up — perhaps to execute a classic pincer movement. So long as you have enough troopers you can make a maximum of two new troops from the original Snake Troop, and these are Eagle Troop and Panther Troop.

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- Press the **Option** button to access the Status Panel.
- Use the pointer to select the names of the troopers you'd like to form a new troop (the names will be highlighted). Notice that the troop's logo has split in two.
- Select the troop's logo to form a new troop with the troopers whose names were highlighted.
- Select a troop logo then press the **Option** button to resume play in control of the active troop.

Note that new troops may be formed inside a vehicle, but only the highlighted troop will exit the vehicle.

- As a shortcut, you can use the **1**, **2** and **3** keys on the control pad to select between your newly created teams.

SHARE AND SHARE ALIKE

Hold on — who takes all the grenades and bazookas when a troop splits? It's up to you to decide. Notice that when you split a troop, any grenades and bazookas are outlined. By selecting the grenades or bazookas, the outline changes to reflect the quantity of weapons — all, half or none — that the new troop will take.

- The solid outline represents all the weapons.
- The dotted outline represents half of the weapons.
- No outline represents none of the weapons.

REGROUPING TROOPS

If being separate troops together simply walk them into each other and upon the troops will automatically regroup as a single troop.

A MISSION REMINDER

Select the map at the bottom of the Status Panel for an overview of the area and the active troop's position indicated by a big red cross. Note that enemy troops are not shown on the map. It is just the surprise.



The map shows more than just an overview of the area.

• Press any Button to return to play.

MISSION COMPLETE

0

You did it! you saved the day. And you can view your state-of-play too.

SAVING GAMES

At the end of every match you are returned to Boot Hill to admire the view. See that **SAVE** picture in the top right hand corner of Boot Hill? Yeah, the one marked **SAVE**, move the pointer to it.

- Press the C Button to select **SAVE** and call up a special Save Screen.
- Select the **OK** option to return to Boot Hill.

RESUMING SAVED GAMES

See that **LOAD** picture in the top left hand corner of Boot Hill? Yeah, the one marked **LOAD**, move the pointer to it.

- Press the C Button to select **LOAD** and call up a special Load Screen.
- Select the **OK** option to return to Boot Hill.

HOLD IT!

If you need to halt your mission:

- Press the Pause Button to freeze the action.
- Press the Pause Button when the action is frozen to resume play.

TRY AGAIN

Is *you screwed up?* Never mind, surrender and try again. But wait! What if you have some remaining troopers but, say, not enough grenades or inclination to continue and you want to try again?

• Select the White Flag on the Status Panel and press the C button twice quickly to surrender. Your surviving troopers will be available to replay the phase.

HIGH SCORING HEROES

When a trooper departs an enemy, one point is added to his personal score. Note that all grenades (buzzakus and vehicle weapons are awarded by the troop leader, so he gets all the credit (and points, of course). When a trooper dies, his performance is not forgotten, unless he didn't score enough points to register with the High Scoring Heroes Bureau (who manage the High Scoring Heroes Table).

KNOW YOUR MISSION PROFILES

These most primary objectives are revealed at full

KILL ALL ENEMY including troopers, enemy buildings, vehicles, buildings, and the rest.

DESTROY ENEMY BUILDINGS All those buildings with doors from which the enemy emerge.

DESTROY ENEMY FACTORY Or Computer even.

RESCUE ALL HOSTAGES Return up to four hostages to safety. Free a hostage by shooting in a hot hot! capture. Then take the trooper (or troops) up to the hostage to register (or help). The hostage will follow the trooper (or troops) to the nearest friendly SMASH outpost. So take free (or free) there as quickly as possible.

KIDNAP ENEMY LEADER If a running fellow is dressed to look like a hostage, but he's not. Don't be angry and kill him. Take him to the nearest allied outpost.

PROTECT ALL CIVILIANS Whenever happens, don't let any civilians die.

GET CIVILIANS HOME Arrest a villain arranged like wild animals. Destroy their barricade to free them then ensure that they make it home, alive.

KNOW YOUR TERRAIN

There are five different ways to conquer in *Carthian Fields*. And here's the low-down on all of them.

THE JUNGLE

Look out for the following:

TREES And plants for that matter. They aren't just here for decoration: they also provide much-needed cover for injured troopers. Note that you can blow up some trees (and plants).

QUICKLAND Or, welly welly, as it's known. Every time we put up warning signs, they disappeared, or became

WATER It's either shallow or deep. Troopers cannot use

their weapons when they are in deep water, because they need to swim, since it

BRIDGE You can't shoot them down, or can you? If not, why not? Otherwise, why are they here? Or are they simply not bearings?



ARCTIC WASTES



ISLANDS Flocked with islands - or are they the enemy?

SNOWMEN They often hold a surprise

ICE Perfect traveling ground for the masters of this world
but not for the troopers in Captain Roder

THE DESERT



CHASMS They make the Cheddar Gorge look like a small
creek, so there's no good reason for your troopers to fall
into one

HANDS Not for the troopers, clothes you understand
but for cover from enemy fire

CACTI Very scarce thanks to the ever scarier giant cactus
eating rodents

SWAMPLANDS



COUNTRY **DEFENSES** Are they inhabited? Are they
conceivable?

STONE BRIDGES Are they really here for the crossing?

R **ROADS** There's a network of them

THE UNDERGROUND BARR



DOORS Destroy them to make progress

BARRIERS Destroy them to make progress

DREAM LOCATIONS, CHANGING ROOMS They lead to:

THE **SECRETS** Fancy a dip?

KNOW YOUR VEHICLES

Know that the enemy contains heat red flashing lights



CHOPPAS Join the birds in the sky and sit above the fronttop. There are
two types of Choppas: one is an unarmed transport, the other is a killer
brimming to the teeth with bombs, rockets or heat-seeking missiles. A
Choppa in the air can only be shot down by rockets or heat seeking
missiles. Choppas are more vulnerable on the ground



TANK They shoot shells (and not of the waste variety - *tschakoi*) that are slow but heavy, being impervious to all weapons except rockets, heat seeking missiles and shells.



JEeps There are two types: one is an unarmed transport vehicle, the other has a front mounted machine gun.



MADOKA Just like Jeeps really, except Madokas are suitable for travelling with a tank and are



ENGINEER Good tanks that fire either rockets or shells and vary in defensive strength depending on the terrain. And, yes, they aren't vehicles. So what?

KNOW YOUR ENEMY

Pay careful attention to the following information - it may help save the lives of innocent troopers.



GRUNTS Your basic enemy trooper. Most of them are armed with machine guns, but some of them carry grenades.



SAPPERS Truly brilliant Johnny Sapper - he hides in the undergrowth and takes pot shots with his bazooka at the player's troopers.

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ARTILLERY They handle BigDadd and Tins which are best destroyed.



ENGINEERS They command Jeeps and Madokas. Watch out! Some of them are armed.



AIR FORCE They handle Choppers (which you should blow up as soon as possible - *tschakoi!*) When an enemy Chopper pulls itself in your area, it will let out *tsutsa*.

KNOW YOUR SUFA DIPA BHUSTAS

When you see any of the following gold coloured Sufa Diga Bhustas (which aren't so often because they are in such demand) - pick it up for a Special Feature!

SUFA DIPA MISSILE BOOSTS A complement of 50 heat-seeking missiles are yours, with our compliments.

SUFA DIPA BULLET-PROOF-VESTA BOOSTS Makes a trooper invincible from bullets and explosives for the duration of the phase.

SUFA DIPA BANGA BOOSTS The trooper becomes an instant General - and will probably take control of the troop - too.

DUPA DUPA TROOPER BODOTA Excellent value. It gives the trooper a little Boats Bullet Proof vests Boats AND a Ranka Boosta!

DUPA DUPA TROOP BODOTA Incredible. It gives the whole troop a Trooper Boosta!

KNOW YOUR RANKS

Just the thing to help you avoid embarrassing faux pas at open battle parties. Note that the higher a trooper's rank, the better the gestures he receives on Boat Hill.



rank 1



rank 2



rank 3



rank 4



rank 5



rank 6



rank 7



rank 8



rank 9



rank 10



rank 11



rank 12



rank 13



rank 14



rank 15



rank 16

BE THE FITTEST

And survive with the following handy hints

- Don't wait until you see the whites of their eyes. Shoot them before they shoot you.
- Look out for secret hidden zones where special equipment may be found.
- Please don't leave the screaming wounded to die. Like the bullet, so to speak, and do the decent thing. Bury them all!
- What may say that looks red is where angels fear to tread, so look before you leap or to speak, because the spin is not always green on the other side of the hill.
- Watch out for mines and landmines. They make a terrible mess.
- They don't hurt ya. When you have shot a man and he's lying there, don't shoot him some more to make him jump around like a bunny.
- Remember, troopers cannot use their weapons when swimming through deep water. Note that troopers also move slower through water, so make sure there are no enemy troopers in range before getting wet.
- Troopers always walk in a straight line, so remember to rear them around any obstructions such as trees.
- Only when a building is destroyed will the enemy troopers stop piling out of it.
- Shooting explosives is not wise. Try to pick them up instead.
- You may think the mission is over, but it isn't until you are told it's complete. So scout the area for hidden enemy troopers by checking suspicious looking bushes!
- And one more serious note: don't try this at home, kids, because real war is not a game, real war is Canada's hidden democracies in its own quirky little way. A senseless waste of human resources and lives. We hope that you never have to find out the hard way.



THOUGH IT TAKES TIME, ENTERTAINMENT WEEKLY, LEE-
 ANN LARSEN'S GUIDE, LOVED BY THE
 CELEBRITY-SOBIERS WHO'VE LISTENED TO HER
 THE WAY IT SOUNDS IN HERITAGE. SHE HAS BEEN
 OFFERED BY THE NEW YORK TIMES

